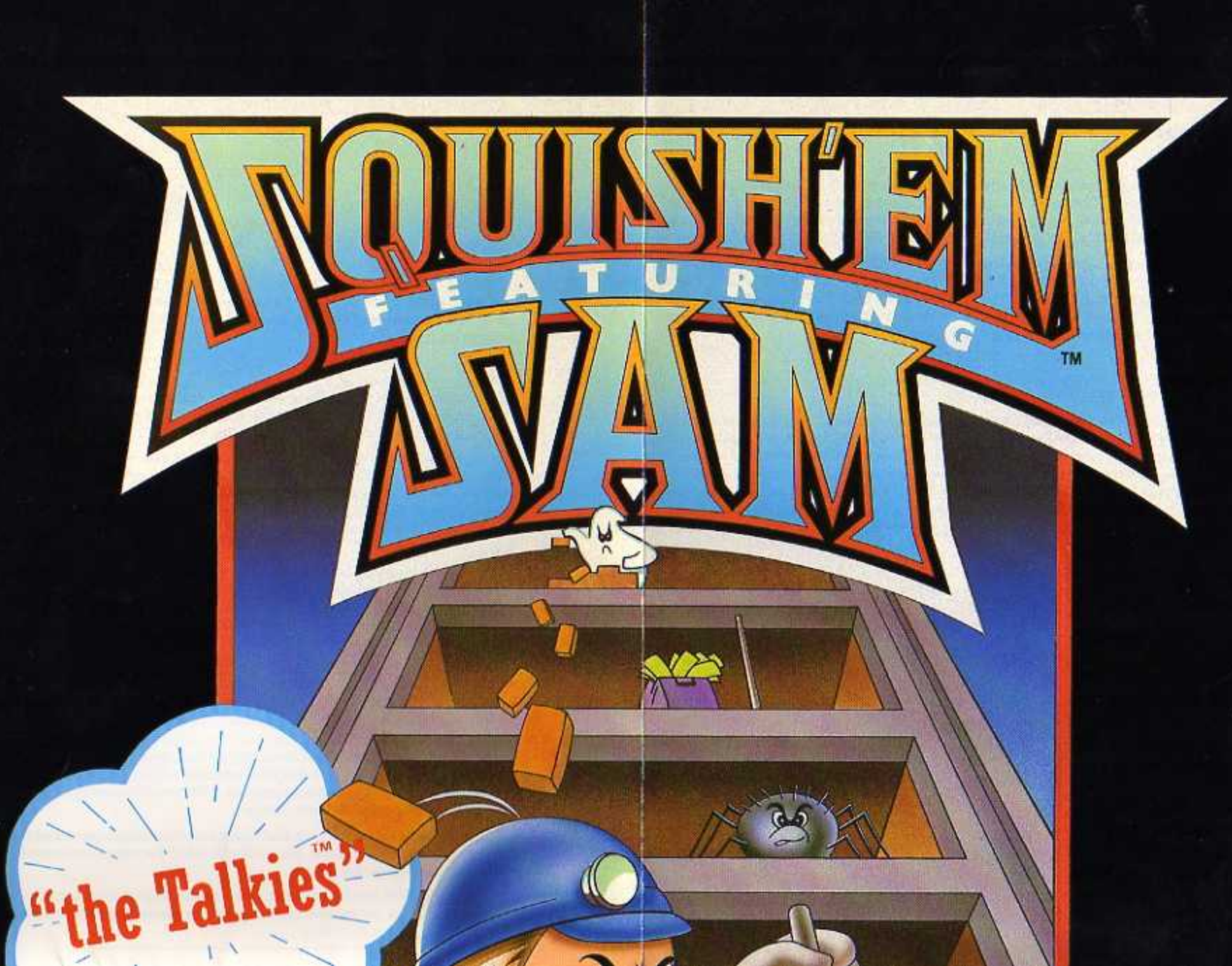
SQUISH'EM FEATURING SAM™



Sam's got something to tell you!

SQUISH'EM...

He's on his way to the top of a 48 story building to collect a suitcase full of money. But the creepy Creatures are determined to knock him off the building before he gets there. And falling objects make the climb even more difficult and dangerous. BUT SAM'S NOT LOST FOR WORDS. HE TALKS!

You score points by climbing to the top of the building, squishing Creepy Creatures or jumping over them. And SAM loves it. He shouts "SQUISH'EM" when you stomp on a Creature and "MONEY, MONEY, MONEY" when you reach the suitcase. He's even a good sport. If he's knocked off the building, he just says "WHOOPS", then's he's ready to try again.

TO SET UP

ColecoVision™

Set up your own ColecoVision and game controller #1 as instructed in your owner's manual. Turn the power OFF. Insert the Squish'Em game cartridge and then turn the power ON. In a few seconds you will be presented with the Squish'Em control keys. Press the # key to select the play level, 1 – 7. Press the * key to begin. The 0 key will pause and then resume the game at any time during play. NOTE: If you do not press one of these keys right away, the game will do a self demonstration. Press the * key to interrupt the demonstration and begin the game.

GAME CONTROLS

Joystick – tilt forward to climb up
– tilt left or right to move horizontally
Joystick Buttons
– press to lift Sam's legs for squishing or jumping

SCORING POINTS

Climbing one floor	10 points
Stomping a Creature while Sam's NOT moving	100 points
Jumping over a Creature	200 points
Stomping a Creature while Sam's moving	300 points
Picking up a suitcase	1000 points

CREATURES AND FALLING OBJECTS

Avoid Creatures! Touching any one of them will knock Sam right off the building. So move up to the next floor, jump over the Creature or squish it by stomping on it. But be careful! After squishing a Creature, head for the next floor right away. In a few moments, the Creature will turn white and get up. You can jump over a white Creature, but a WHITE CREATURE CAN'T BE SQUISHED!

Objects fall down toward Sam at higher levels, and the higher he goes, the faster they fall. You can avoid them by remembering that they fall at regular intervals within each level of play.

LIVES

Each game begins with 4 lives, one in play and 3 in reserve. If Sam is hit by a falling object, or runs into a Creature, you lose one man. His replacement will begin at the beginning of the current play level.

You can earn bonus men by picking up prizes. Prizes don't move and you only have to touch them to win a bonus man, but there's only one per building. Sam will yell "WOW" each time an extra life is earned. You can earn up to 128 reserve men, but only 10 can be displayed at any one time. Reserve men are shown in the lower left corner of the screen.

LEVELS OF PLAY

Play levels can be selected manually or can be achieved by successful play. At higher levels, the Creatures become taller, harder to squish, faster and more difficult to avoid, but the game's designer assures us that, except for the white ones, none of the Creatures are unsquishable.

WARRANTY

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